



**Computing Skills Progression**  
Long Meadow School

		Skills Milestone 1 Year 1 and 2		Skills Milestone 2 Year 3 and 4		Skills Milestone 3 Years 5 and 6	
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Code</b>		This concept involves developing an understanding of instructions, logic and sequences.					
	Motion	<ul style="list-style-type: none"> <li>Control motion by specifying the number of steps to travel, direction and turn.</li> </ul>		<ul style="list-style-type: none"> <li>Use specified screen coordinates to control movement.</li> </ul>		<ul style="list-style-type: none"> <li>Set IF conditions for movements. Specify types of rotation giving the number of degrees.</li> </ul>	
	Looks	<ul style="list-style-type: none"> <li>Add text strings, show and hide objects and change the features of an object.</li> </ul>		<ul style="list-style-type: none"> <li>Set the appearance of objects and create sequences of changes.</li> </ul>		<ul style="list-style-type: none"> <li>Change the position of objects between screen layers (send to back, bring to front).</li> </ul>	
	Sound	<ul style="list-style-type: none"> <li>Select sounds and control when they are heard, their duration and volume.</li> </ul>		<ul style="list-style-type: none"> <li>Create and edit sounds. Control when they are heard, their volume, duration and rests.</li> </ul>		<ul style="list-style-type: none"> <li>Upload sounds from a file and edit them. Add effects such as fade in and out and control their implementation.</li> </ul>	
	Draw	<ul style="list-style-type: none"> <li>Control when drawings appear and set the pen colour, size and shape.</li> </ul>		<ul style="list-style-type: none"> <li>Control the shade of pens.</li> </ul>		<ul style="list-style-type: none"> <li>Combine the use of pens with movement to create interesting effects.</li> </ul>	
	Events	<ul style="list-style-type: none"> <li>Specify user inputs (such as clicks) to control events.</li> </ul>		<ul style="list-style-type: none"> <li>Specify conditions to trigger events.</li> </ul>		<ul style="list-style-type: none"> <li>Set events to control other events by 'broadcasting' information as a trigger.</li> </ul>	
	Control	<ul style="list-style-type: none"> <li>Specify the nature of events (such as a single event or a loop).</li> </ul>		<ul style="list-style-type: none"> <li>Use IF THEN conditions to control events or objects.</li> </ul>		<ul style="list-style-type: none"> <li>Use IF THEN ELSE conditions to control events or objects.</li> </ul>	
	Sensing	<ul style="list-style-type: none"> <li>Create conditions for actions by waiting for a user input (such as responses to questions like: What is your name?).</li> </ul>		<ul style="list-style-type: none"> <li>Create conditions for actions by sensing proximity or by waiting for a user input (such as proximity to a specified colour or a line or responses to questions).</li> </ul>		<ul style="list-style-type: none"> <li>Use a range of sensing tools (including proximity, user inputs, loudness and mouse position) to control events or actions.</li> </ul>	
	Variables and lists	<ul style="list-style-type: none"> <li>From Year 3 onwards.</li> </ul>		<ul style="list-style-type: none"> <li>Use variables to store a value.</li> <li>Use the functions define, set, change, show and hide to control the variables.</li> </ul>		<ul style="list-style-type: none"> <li>Use lists to create a set of variables.</li> </ul>	



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	Operators	<ul style="list-style-type: none"><li>• From Year 3 onwards.</li></ul>	<ul style="list-style-type: none"><li>• Use the Reporter operators ( ) + ( ) ( ) - ( ) ( ) * ( ) ( ) / ( ) to perform calculations.</li></ul>	<ul style="list-style-type: none"><li>• Use the Boolean operators ( ) &lt; ( ) ( ) = ( ) ( ) &gt; ( ) ( ) and ( ) ( ) or ( ) Not ( ) to define conditions.</li><li>• Use the Reporter operators ( ) + ( ) ( ) - ( ) ( ) * ( ) ( ) / ( ) to perform calculations. Pick Random ( ) to ( ) Join ( ) ( ) Letter ( ) of ( ) Length of ( ) ( ) Mod ( ) This reports the remainder after a division calculation Round ( ) ( ) of ( ).</li></ul>
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	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Connect</b>	This concept involves developing an understanding of how to safely connect with others.					
	<ul style="list-style-type: none"> <li>• Participate in class social media accounts.</li> <li>• Understand online risks and the age rules for sites.</li> </ul>		<ul style="list-style-type: none"> <li>• Contribute to blogs that are moderated by teachers.</li> <li>• Give examples of the risks posed by online communications.</li> <li>• Understand the term 'copyright'.</li> <li>• Understand that comments made online that are hurtful or offensive are the same as bullying.</li> <li>• Understand how online services work.</li> </ul>		<ul style="list-style-type: none"> <li>• Collaborate with others online on sites approved and moderated by teachers.</li> <li>• Give examples of the risks of online communities and demonstrate knowledge of how to minimise risk and report problems.</li> <li>• Understand and demonstrate knowledge that it is illegal to download copyrighted material, including music or games, without express written permission, from the copyright holder.</li> <li>• Understand the effect of online comments and show responsibility and sensitivity when online.</li> <li>• Understand how simple networks are set up and used.</li> </ul>	
<b>Communicate</b>	This concept involves using apps to communicate one's ideas.					
	<ul style="list-style-type: none"> <li>• Use a range of applications and devices in order to communicate ideas, work and messages.</li> </ul>		<ul style="list-style-type: none"> <li>• Use some of the advanced features of applications and devices in order to communicate ideas, work or messages professionally.</li> </ul>		<ul style="list-style-type: none"> <li>• Choose the most suitable applications and devices for the purposes of communication.</li> <li>• Use many of the advanced features in order to create high quality, professional or efficient communications.</li> </ul>	
<b>Collect</b>	This concept involves developing an understanding of databases and their uses.					
	<ul style="list-style-type: none"> <li>• Use simple databases to record information in areas across the curriculum.</li> </ul>		<ul style="list-style-type: none"> <li>• Devise and construct databases using applications designed for this purpose in areas across the curriculum.</li> </ul>		<ul style="list-style-type: none"> <li>• Select appropriate applications to devise, construct and manipulate data and present it in an effective and professional manner.</li> </ul>	